Disk Startup on the DTL-T10000

© 2001 Sony Computer Entertainment Inc.

Publication date: July 2001

Sony Computer Entertainment Inc.
1-1, Akasaka 7-chome, Minato-ku
Tokyo 107-0052, Japan

Sony Computer Entertainment America
919 E. Hillsdale Blvd.
Foster City, CA 94404, U.S.A.

Sony Computer Entertainment Europe
30 Golden Square
London W1F 9LD, U.K.

The *Disk Startup on the DTL-T10000* manual is supplied pursuant to and subject to the terms of the Sony Computer Entertainment PlayStation® license agreements.

The *Disk Startup on the DTL-T10000* manual is intended for distribution to and use by only Sony Computer Entertainment licensed Developers and Publishers in accordance with the PlayStation® license agreements.

Unauthorized reproduction, distribution, lending, rental or disclosure to any third party, in whole or in part, of this book is expressly prohibited by law and by the terms of the Sony Computer Entertainment PlayStation® license agreements.

Ownership of the physical property of the book is retained by and reserved by Sony Computer Entertainment. Alteration to or deletion, in whole or in part, of the book, its presentation, or its contents is prohibited.

The information in the *Disk Startup on the DTL-T10000* manual is subject to change without notice. The content of this book is Confidential Information of Sony Computer Entertainment.

and PlayStation are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners and/or their licensors.

Table of Contents

Disk Startup on the DTL-T10000 **5**
Startup Procedure 5
Precaution 5
Error Messages 5

Disk Startup on the DTL-T10000

An application can be started from a normal startup disk on the DTL-T10000 or DTL-T10000H using the dsedb boot parameter, in a manner similar to the DTL-H10000. This method is described below.

Except where specifically stated otherwise, the term "DTL-T10000" below also includes the DTL-T10000H.

Startup Procedure

The procedure for starting an application from a startup disk on the DTL-T10000 is as follows.

1. Insert the startup disk in the DTL-T10000.
2. Switch to disk boot mode.

   Start dsedb and execute the following command.

   ```
   dsedb S> reset 2 0
   ```

   The prompt will change from "dsedb S>" to "dsedb R>" and the DTL-T10000 will be started up by loading the application from disk.
3. Return to original mode.

   When you are finished using the DTL-T10000, enter the following command to return to original mode.

   ```
   dsedb R> reset 0 0
   ```

   As a simpler method, you can execute the application from the startup disk by inserting the startup disk in the DTL-T10000 and executing the following command.

   ```
   $ dsreset 2 0
   ```

Precaution

Make sure that the version of the library included on the disk matches the version of the DTL-T10000 flash ROM.

Error Messages

If the application on the disk cannot be started up when the mode is switched to disk boot mode by the reset command, one of the following error messages will be displayed.

This is not PlayStation 2 disk. XXXX is detected.

This message is displayed when the disk that is inserted in the CD/DVD-ROM drive is not a PlayStation 2 disk. The type of disk that was detected will be displayed for XXXX.

Disk is not detected.

This message is displayed when no disk has been inserted in the CD/DVD-ROM drive.

can't open 'SYSTEM.CNF'

This message is displayed when the SYSTEM.CNF file could not be opened. Check whether the SYSTEM.CNF file exists and whether the filename is valid.

can't read 'SYSTEM.CNF'

This message is displayed when the SYSTEM.CNF file cannot be read.

error in 'SYSTEM.CNF'

This message is displayed when an error was detected in the SYSTEM.CNF format.

Check the contents of SYSTEM.CNF.

can't open 'XXXX'

This message is displayed when the startup file could not be opened. Since the startup filename that is specified in SYSTEM.CNF is displayed for XXXX, check whether the startup file exists and that the filename is valid.